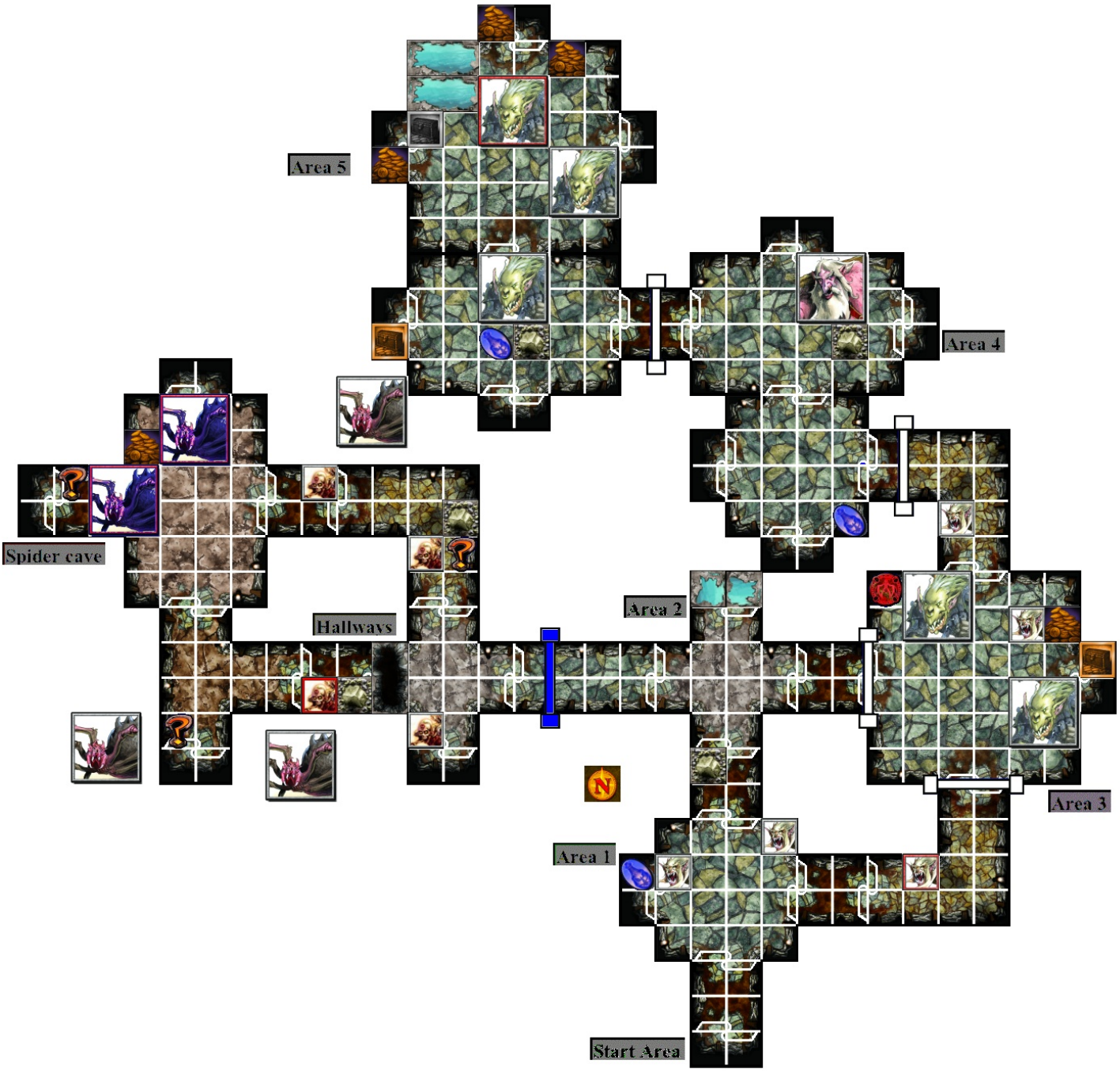

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All's well that ends well.

By Lexthilian

It is recommended that the the map to this dungeon not be layed out in advance, especially the area beyond the blue door. This has no real impact on the scenario it is only a suggestion.

Quest Background

There have been legends saying that somewhere in the hills is a well, within a cave, that has the power to heal one of their wounds. This remained just a legend until some recent raids by beastmen and ogres on unsuspecting caravans happened. The creatures at times have been known to loot, but not kill, all of the merchants and guards. In some of the fiercest battles the creatures would retreat into the hills only to ambush the caravans again a little further on their journey, but now with no wounds from their previous attack. A call was sent out for adventurers to help in this matter and hopefully squelch these attacks. Your group has answered the summons to bring an end to the caravan raids in the hills. From the roads you have easily tracked the creatures to a pair of hills where a large cave was found. You are puzzeled by the fact that the creatures have done nothing to hide their tracks or their whereabouts. You think maybe it is from carelessness, or perhaps overconfidence.

Quest Goals

Your goal is rather straight forward, find and defeat the orges and their raiding group and if possible, find the legendary well of life. You start with 5 conquest tokens, if you should ever run out of conquest tokens then the raiders have defeated your group of do-gooders.

Important: The Dragon tooth hammer from the copper chest deck should be removed. This will be found on the body of the dead ogre in the spider cave.

Area 1

Upon entering the cave you notice the ceiling to be around twelve feet high. The passage opens into a small chamber with two more exits. You hear the faint sound of dripping water coming from the northern exit. Two beastmen are lurking within this chamber and quickly move to attack.

Area 2

To the north is a small pool of clear water. Several small rivulets in the walls feed this pool, which appears to be rather deep, and disappears into the lower part of the northern wall. On the floor are many tracks suggesting this pool is highly used.

The water is quite cool and anyone drinking it has up to 3 fatique restored.

Written upon the door to the west, in rather childish writing, is the simple phrase " BAD, DO NOT OPEN".

Area 3

The air is very stale and foul in this large chamber. Straw pallets lay about the floor along with many scraps of rags and filth. This is obviouly a living quarters and the occupants do not seem too happy with your intrusion.

Area 4

You enter another large chamber only this one is very well lit. Torches line the walls in the southern portion while the northern section is illuminated by a large fire set in an alcove to the north. Next to the fire, towards the west is a large gong. Weapons and large sets of armor line the walls to the east, and a large anvil and tools are near the center of the room. Your eyes are quickly averted from the rooms adornments by a very large man, holding a hammer, standing near the anvil. This man is much larger than the ogres previously encountered.
Upon seeing you the giant quickly says,"Wait! I do not wish to fight! I simply make weapons for these bandits. I am here fulfilling an old debt to their leader, one which does not concern you. If you are willing, I would like to make a deal with you."
His voice becomes lower as he says, " I will tell you what is beyond this next door, and tell you where there is a weapon which can aid you in defeating the ogres. All I ask is that when you have defeated all of the ogres, that I may continue to dwell in this cave along with my family. I will asure you that we will not harm any of your peoples' caravans in the future."

The players must simply choose to believe or not believe the giant's plea. If they accept his offer read the following:

A slight smile appears on his face as he sighs, " I thank you for your choice. The ogre chieftain along with two of his best are beyond this door. They are well armed, for it was I who made their armor and weapons and they were the strongest of the lot."
He walks over to the eastern wall behind the anvil and removes a small stone. From the hole he grabs a key and he hands it to you saying, "This was used to lock the door with the warning placed upon it. Beyond that door lies death. In the past some of your kind ventured beyond, and in there, their remains still lie. Some of the beastmen and an ogre wandered in there as well, after their disappearence the door was locked. The ogre however carried a weapon, where he got it I do not know. It will prove useful to you. Go now and retrieve the weapon, I will act as though I am unaware of your presence in these caves."

Important: The players acquire the blue key.
If the players choose not to accept, or if at any time they attack the giant then read the following:

The giant's face contorts with anger as he yells, " You fools, have you no honor! You will die!!"

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With a swift stroke of his hammer he hits the gong behind him sending a deafening B A N G reverberating throughout the caves.

At this point the ogres in the next room will be alerted to the intruders. On the overlord's next turn the door to Area 5 will open and only the ogre closest to the door will come to the aid of the giant. This ogre may move when the overlord activates monsters. The door will remain open unless it is closed by someone. The remaining ogres will stay in Area 5.

Area 5

This large cave is well lit from the many torches which line the walls of the northern section. A large pool of water is located in the the norhwestern part of the larger section and there seems to be an unnatural glow eminating from it.

The ogres and master ogre all have 1 extra armor point due to the crafted armor from the giant and 1 extra health. If the ogres have been alerted by the giant's gong then they will be ready for the players when they arrive. In which case, when the players enter the cave the overlord may act out of sequence of play and have the ogres move and attack.

The pool is the well of life. It acts as a healing well in that it will heal up to 4 life tokens upon the drinker. An individual may only receive this benefit once. A player must move next to the well and spend a rest action in order to drink from the pool. A creature may move next to the pool and drink but then cannot attack in the same turn. A creature who is already next to the pool may either take a drink or attack, but not both in the same turn.

If the players defeat the chief and his remaining raiders,

With the defeat of the ogre chief and his raiders you know that the caravans can now resume with their routes to the much needy towns..... for now.

The group receives 4 conquest tokens if they honored the giant's deal. If the group defeated the raiders and not honored the giant's deal they receive 2 conquest tokens.

Spider Lair Optional Quest

Hallways

The door opens reluctantly reveiling a dark, dusty hallway almost circular in nature do to the abundence of webs lining the ceiling and walls. Occaisionally curtains of dusty web hang down in front of you making it difficult for you to see beyond about an arm's length. Slowly, humanoid figures in the distance begin to rise, still partially draped in the webs that once bound them.

Read when the players approach the encouter marker in the north hallway.

You see the skeletal remains of a human suspended against the wall by sheets of web. Near its right hand, dangling in webs, is an axe.

It will require a rest action while standing next to the body for a player to search it. On the body is a potion of healing and 50 coins. The axe next to the body is still usable.

Read when the players approach the encounter marker in the west hallway.

The withered, skeletal remains of a beastman lies on the floor covered in thick webs.

It will require a rest action while standing next to the body for a player to search it. On the body is a potion of vitality and a rusted dagger.

Important: The spiders off the map are hiding in the webs on the ceiling. They will appear in the squares that they are closest to after the players have ventured past them towards the spider cave. The overlord may place them on the monster activation phase of the overlord's turn and still move them. These do not count as spawned monsters.

Spider cave

You enter a cave that is choked with sheets of webs stretching in all directions. The ceiling is completely obscured by the canopy of silvery mesh. Various web "sacks" containing the remains of previous victims dangle within the webs. Several of the white strands begin to vibrate as two large spiders skitter towards you.

Read when the players approach the encounter marker.

You see a faint amount of light in this alcove coming from a cramped tunnel ascending upwards and eventually into the open. This must be how the spiders leave to do their hunting. On the ground in a large cacoon of web lies the remains of a large humanoid.

It will require a rest action while a standing next to the body for a player to search it. The ogre body has 50 coins and a Dragon tooth hammer. The players also receive 2 conquest tokens.

Treasure chests

Copper 1: 1 conquest token, 100 coins, 1 copper treasure

Copper 2: 1 copper treasure, potion of vitality

Silver 1: 100 coins, 1 silver treasure

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